

WHAT IS CLAIMED IS:

1 1. A method of tracking players at gaming tables that include a plurality
2 of player positions, the method comprising:
3 receiving a card from a player at one of the player positions;
4 reading player information from the card with a card reader;
5 depicting player positions on a display;
6 inputting a respective player position on the display associated with the card
7 and the player thus indicating at which player position the player is located; and
8 determining a regulatory function that is required based on regulatory
9 compliance rules for the player.

1 2. The method of claim 1, wherein the regulatory function comprises a
2 currency buy-in regulation.

1 3. The method of claim 2, wherein determining the regulatory function
2 comprises:
3 tracking a currency buy-in amount for the player; and
4 storing the currency buy-in amount.

1 4. The method of claim 1, wherein the regulatory function comprises a
2 currency transaction threshold regulation.

1 5. The method of claim 4, further comprising receiving a designation of a
2 currency transaction threshold.

1 6. The method of claim 5, wherein the currency transaction threshold
2 comprises a currency transaction threshold for a single transaction or a currency transaction
3 threshold for one or more transactions in a time period.

1 7. The method of claim 5, further comprising communicating an alert if
2 the currency transaction threshold is reached by the player.

1 8. The method of claim 7, further comprising receiving a reply for the
2 communicated alert from the player.

1 9. The method of claim 8, wherein the reply includes information for the
2 player.

1 10. The method of claim 8, wherein the reply includes an acknowledgment
2 from the player that the alert has been communicate to the player.

1 11. A method of tracking players at gaming tables that include a plurality
2 of player positions, the method comprising:
3 depicting player positions on a display adjacent the dealer position;
4 inputting a respective player position on the display for an uncarded player
5 thus indicating at which player position the player is located; and
6 determining a regulatory function that is required based on regulatory
7 compliance rules for the uncarded player.

1 12. The method of claim 11, further comprising tracking a currency buy-in
2 amount for the uncarded player.

1 13. The method of claim 12, further comprising storing the currency buy-
2 in amount.

1 14. The method of claim 12, further comprising determining an
2 identification number for the uncarded player.

1 15. The method of claim 14, further comprising:
2 determining information that describes the uncarded player; and
3 associating the information with the identification number.

1 16. The method of claim 15, wherein the information comprises a physical
2 description of the uncarded player.

1 17. The method of claim 11, further comprising tracking a currency
2 transaction threshold amount for the uncarded player.

1 18. The method of claim 17, further comprising:
2 determining when the currency transaction threshold is reached; and
3 displaying a message that the currency transaction threshold has been reached.

1 19. The method of claim 18, wherein the message comprises a message
2 that prompts for an account to be created for the uncarded player.

1 20. The method of claim 19, further comprising:
2 receiving information for creating an account for the uncarded player; and
3 creating an account using the information.

1 21. The method of claim 20, further comprising creating a card for the
2 uncarded player using the information.

1 22. The method of claim 21, further comprising associating information
2 for the currency transaction threshold that is reached with the account.

1 23. A system for tracking play on a gaming table that includes a plurality
2 of player positions, the system comprising:
3 a computer database;
4 a card reader, the card reader being coupled to the computer database with a
5 communication channel; and
6 a display monitor, the display monitor being coupled to the computer database
7 with the communication channel, the display monitor being configured to depict player
8 positions where players are physically positioned at the table, wherein the display monitor
9 comprises a touchscreen for associating a card of a player being read by the card reader with
10 a respective player position of the player at the table upon a touching of the respective player
11 position depicted on the touchscreen, the respective player position depicted by the display
12 monitor indicating the player associated with the card read by the card reader; and
13 a regulatory module configured to perform a regulatory function for the player
14 that is associated with the card based on regulatory compliance rules.

1 24. The system of claim 23, wherein the regulatory function comprises a
2 currency buy-in regulation.

1 25. The system of claim 24, wherein the regulatory module is configured
2 to:
3 track a currency buy-in amount for the player; and
4 store the currency buy-in amount.

1 26. The system of claim 23, wherein the regulatory function comprises
2 currency transaction threshold regulation.

1 27. The system of claim 26, wherein the regulatory module is configured
2 to receive a designation of a currency transaction threshold.

1 28. The system of claim 26, wherein the currency transaction threshold
2 comprises a currency transaction threshold for a single transaction or a currency transaction
3 threshold for one or more transactions in a time period.

1 29. The system of claim 26, wherein the regulatory module is configured
2 to communicate an alert if the currency transaction threshold is reached by the player.

1 30. The system of claim 29, wherein the regulatory module is configured
2 to receive a reply for the communicated alert from the player.

1 31. The system of claim 30, wherein the reply includes information for the
2 player.

1 32. The system of claim 31, wherein the reply includes an
2 acknowledgment from the player that the alert has been communicated to the player.

1 33. A system for tracking play on a gaming table that includes a plurality
2 of player positions, the system comprising:
3 a computer database;
4 a display monitor adjacent the dealer position at the table, the display monitor
5 being coupled to the computer database with the communication channel, the display monitor
6 being configured to depict player positions where players are physically positioned at the
7 table, wherein the display monitor comprises a touchscreen for associating an uncarded
8 player with a respective player position of the uncarded player at the table upon a touching of
9 the respective player position depicted on the touchscreen, the respective player position
10 depicted by the display monitor indicating the uncarded player at the table; and
11 a regulatory module configured to perform a regulatory function for the
12 uncarded player that is associated with the card based on regulatory compliance rules.

1 34. The system of claim 33, wherein the regulatory function comprises
2 tracking a currency buy-in amount for the uncarded player.

1 35. The system of claim 34, wherein the regulatory module is configured
2 to store the currency buy-in amount.

1 36. The system of claim 33, wherein the regulatory module is configured
2 to determine an identification number for the uncarded player.

1 37. The system of claim 36, wherein the regulatory module is configured
2 to:
3 determine information that describes the uncarded player; and
4 associate the information with the identification number.

1 38. The system of claim 37, wherein the information comprises a physical
2 description of the uncarded player.

1 39. The system of claim 33, wherein the regulatory module is configured
2 to track a currency transaction threshold amount for the uncarded player.

1 40. The system of claim 39, wherein the regulatory module is configured
2 to:
3 determine when the currency transaction threshold is reached; and
4 display a message that the currency transaction threshold has been reached.

1 41. The system of claim 40, wherein the message comprises a message that
2 prompts for an account to be created for the uncarded player.

1 42. The system of claim 39, wherein the regulatory module is configured
2 to:
3 receive information for creating an account for the uncarded player; and
4 create an account using the information.

1 43. The system of claim 42, wherein the regulatory module is configured
2 to create a card for the uncarded player using the information.

1 44. The system of claim 42, wherein the regulatory module is configured
2 to associate information for the currency transaction threshold that is reached with the created
3 account.